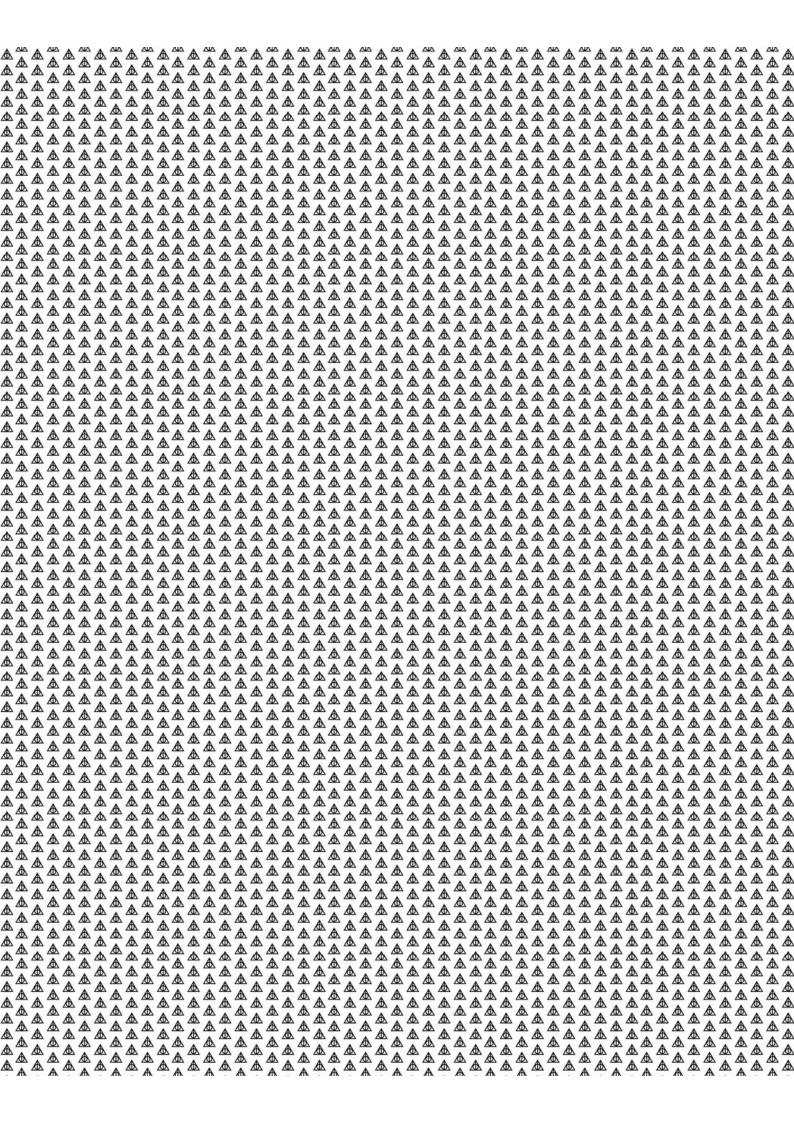
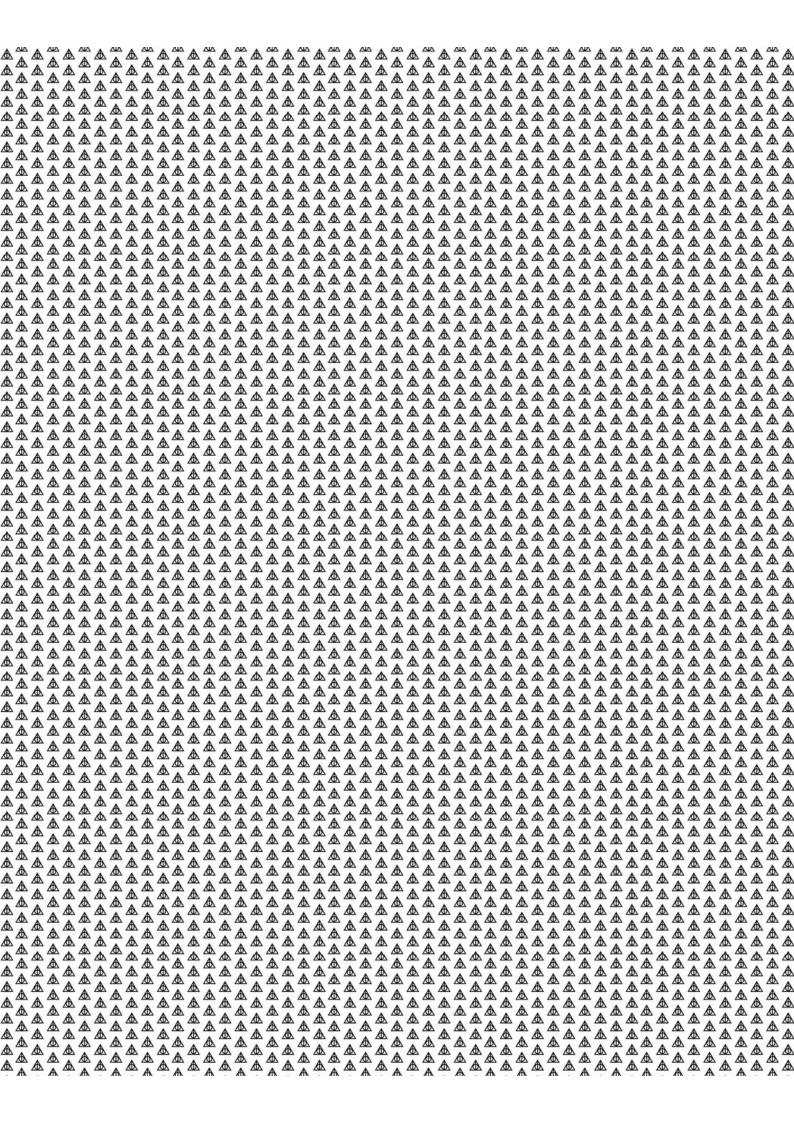
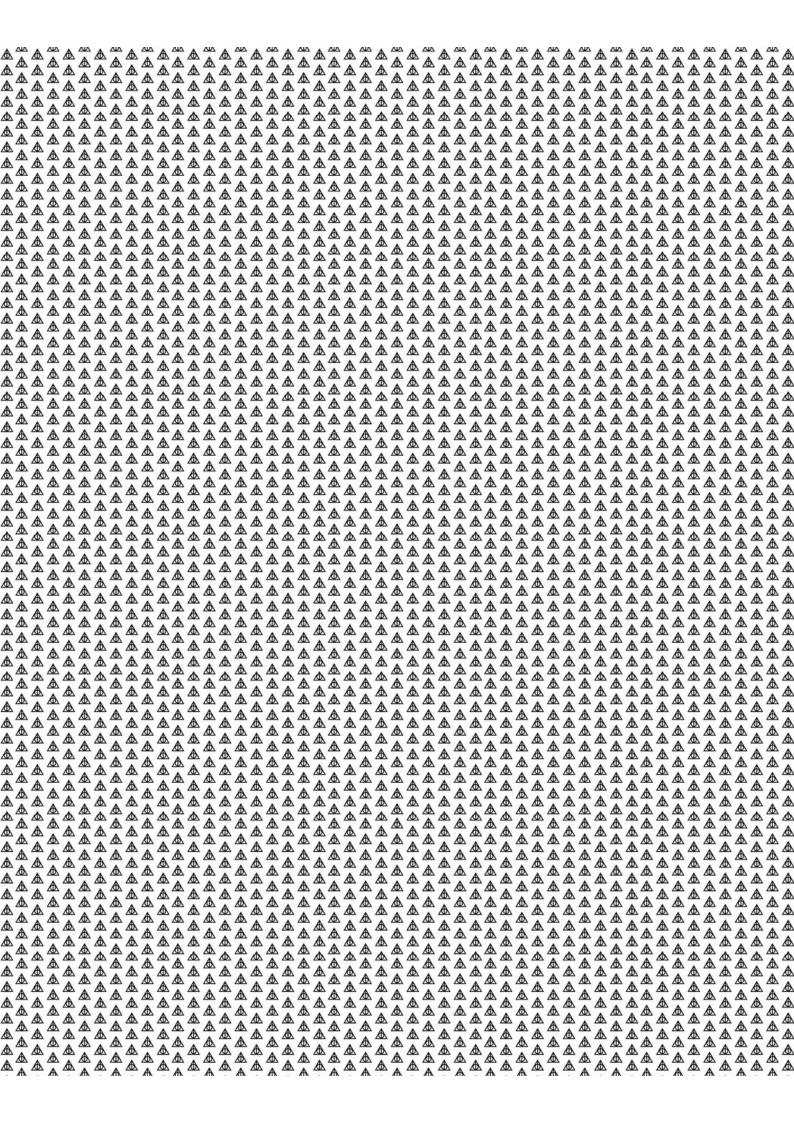
GREEN	GREEN	GREEN
Honesty Wizard	Fibber Wizard	Red Auror
Truth: Players with this condition must always verbally tell the truth. You can lie as long as it's not verbally.  HOW TO WIN  You win if Harry Potter gets hit by the Avada Kadavra curse.	Fib: Players with the this condition must always verbally lie. This means that you are permitted to tell the truth as long as it is not verbally.  HOW TO WIN  You win if Harry Potter gets hit by the Avada Kadavra curse.	Spy: You are actually on the Red Team.  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.
GREEN	GREEN	GREEN
Shy Wizard  CONDITION  Shy: Players with this condition cannot show any part of your card to anyone.  HOW TO WIN  You win if Harry Potter gets hit by the Avada Kadavra curse.	Coy Wizard CONDITION  Coy: Players with this condition can only color share and never can show your full card. HOW TO WIN  You win if Harry Potter gets hit by the Avada Kadavra curse.	Negotiator Wizard
GREEN	GREEN	GREEN
Foolish Wizard	Paranoid Wizard	Green Wizard  — DESCRIPTION — — — — — — — — — — — — — — — — — — —



RED	RED	RED
Honesty Wizard	Fib: Players with the this condition must always verbally lie. This means that you are permitted to tell the truth as long as it is not verbally.  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.	Green Auror
RED	RED	RED
Shy Wizard  CONDITION  Shy: Players with this condition cannot show any part of your card to anyone.  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.	Coy Wizard  Coy: Players with this condition can only color share and never can show your full card.  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.	All-Or-Nothing: Players with this condition can only accept full card shares. You can never do color only.  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.
RED	RED	RED
Foolish Wizard  CONDITION  All-Or-Nothing: Players with this condition can only accept full card shares. You can never do color only.  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.	Paranoid Wizard  CONDITION  Paranoid: Players with this condition may only card share.  Moreover, they may only card share once per game.  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.	Red Wizard



## **GREEN GREEN GREEN** Green Wizard casts Shy Jinx! Green Wizard casts Revealing Charm! Green Wizard casts Total Card Jinx! POWER POWER POWER Shy Jinx: When you card Aparecium: When you color share Total Card Jinx: When you card share with a player, that with a player, you Private Reveal share with a player, that player gains the Total Card condition player gains the Shy condition instead. That player is forced to Private Reveal their card too. Players that are **shy** may not reveal any part of their card in any way. (The shy condition is cancelled out by either of the **foolish** or **coy** conditions) Players that are **Total Card** can only card share. Never color share. HOW TO WIN HOW TO WIN You win if Harry Potter gets hit HOW TO WIN You win if Harry Potter gets hit by the Avada Kadavra curse. You win if Harry Potter gets hit by the Avada Kadavra curse. by the Avada Kadavra curse. **GREEN GREEN GREEN Green Wizard** Green Wizard uses a Hate Potion! **Green Wizard** uses a Love Potion! casts Coy Jinx! In Love: Once per game, privately In Hate: Once per game, privately Coy Jinx: When you card reveal to 2 players. Verbally say, "You're reveal to 2 players. Verbally say, "You're share with a player, that in love with each other." They gain in hate with each other." They gain player gains the Coy condition the In Love condition and replace the In Hate condition and replace Players that are Coy can only color share. their win objective with the following: their win objective with the following: Never full card share. (The shy condition is cancelled out by the foolish condition) Be in the same room with the player Be in the opposite room with the with whom you are "in love" at the player with whom you are "in hate" HOW TO WIN end of the game or they lose. at the end of the game or they lose. You win if Harry Potter gets hit by the Avada Kadavra curse. You win if Harry Potter gets hit You win if Harry Potter gets hit by the Avada Kadavra curse. by the Avada Kadavra curse. **GREEN GREEN GREEN Green Giant** Mediwizard **Green Wizard** Giants are known for their You are the wizarding You are on the Green Team. Resistance to certain equivalent to a medic. HOW TO WIN magical spells. You win if Harry Potter gets hit CONDITION Medic: Any player that by the Avada Kadavra curse. **Immune**: Players with this condition card shares with you has are immune to all powers and all conditions removed. conditions without exception. This does not make yourself immune to acquiring conditions. HOW TO WIN HOW TO WIN You win if Harry Potter gets hit You win if Harry Potter gets hit by the Avada Kadavra curse. by the Avada Kadavra curse.



RED	RED	RED
Red Wizard casts Shy Jinx!  POWER  Shy Jinx: When you card share with a player, that player gains the Shy condition  Players that are shy may not reveal any part of their card in any way. (The shy condition is cancelled out by either of the foolish or coy conditions)  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.	Red Wizard casts Revealing Charm!  POWER  Aparecium: When you color share with a player, you Private Reveal instead. That player is forced to Private Reveal their card too.  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.	Red Wizard casts Total Card Jinx!  POWER  Total Card Jinx: When you card share with a player, that player gains the Total Card condition  Players that are Total Card can only card share. Never color share.  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.
RED	RED	RED
Red Wizard uses a Love Potion!	Red Wizard uses a Hate Potion! POWER In Hate: Once per game, privately reveal to 2 players. Verbally say, "You're in hate with each other." They gain the In Hate condition and replace their win objective with the following:  Be in the opposite room with the player with whom you are "in hate" at the end of the game or they lose.  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.	Red Wizard casts Coy Jinx!  POWER  Coy Jinx: When you card share with a player, that player gains the Coy condition  Players that are Coy can only color share. Never full card share. (The shy condition is cancelled out by the foolish condition)  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.
RED	RED	RED
Red Giant  DESCRIPTION  Giants are known for their Resistance to certain magical spells.  CONDITION  Immune: Players with this condition are immune to all powers and conditions without exception.  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.	Mediwizard	Red Wizard  DESCRIPTION  You are on the Red Team.  HOW TO WIN  You win if Harry Potter avoids the Avada Kadavra curse.

